CO₂: Second Chance

1-4 PLAYERS 60-120 MIN AGES 14+

12.4" x 12.4" x 3" (6 per case)



In CO2: Second Chance, each player is CEO of an energy company responding to government requests for new, green power plants. The goal is to stop the increase of pollution while meeting demand for sustainable energy. You need expertise, money, and resources to build these clean power plants, and Energy Summits to promote global awareness. If the pollution isn't stopped, it's game over for all of us!

This totally redesigned edition brings new iconography, a new rulebook, more balanced gameplay, a new events deck,

streamlined mechanics, upgraded wood components for the power plants instead of cardboard, while maintaining the beautiful illustrations on the board and cover, and all this with a shorter play length! This version also has Competitive, Cooperative, and Solo play modes!

This is a ONE-TIME printing of this game. The game will not be reprinted.



CONTENTS

- 1 double-sided
- 4 player boards

- 25 Power Plants
- 1 Decade marker
- 2 CO₂ Level markers
- 1 CEP Market Price
- 1 Team Score marker 1 Co-op token 20 Control markers 30 Tech Cubes 32 Control Cubes 50 CEP tokens 50 Currency tiles 25 Projects tiles
- **30 Fossil Fuel Power**

- 8 Regional Agenda tiles 18 Energy Summit tiles 1 Starting Player token 47 Environmental Goal

 - 45 U.N. Goal cards
 - 16 Co-op Goal cards

 - 10 Company Goal cards 2 Configuration cards

 - 12 Solo Game cards

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